

# The London Eye

The London Eye is not really a way to travel, but rather a way to see the whole of London at once. Standing in the queue (line; pronounced like the letter *q*) to board the egg-shaped capsules that soar above the city, visitors see what an impressive structure the London Eye is.

Designed to commemorate the new millennium, the 443-foot-tall observation wheel turns slowly enough for people to get on and off while it is still moving. During the 30 minutes the wheel takes to make a complete turn, passengers get 360-degree views of London. Each glass car can hold up to 25 passengers. On a clear day those passengers can see as far as 25 miles!

Just across the Thames River from the London Eye, passengers can see the Houses of Parliament. Beside the buildings is the famous tower containing the Big Ben bell and clock. Not far away on the river is the Tower of London, which was built in the eleventh century. At various times it has housed both prisoners and kings. Looking in another direction, passengers can see Buckingham Palace, one of several palaces the royal family owns.

Passengers on the London Eye don't only spot famous landmarks. They can also see hundreds of red, double-decker buses; black taxis; electric trains; and subway cars darting in and out of tunnels. They can watch people bustling along streets and in parks.

If the London Eye passengers could zoom in on this picture, they would see people from all over the world. Within just one block of some missionaries' homes live individuals from Ghana, India, Ireland, Pakistan, Armenia, France, Turkey, China, and Egypt. Not only are these people from different countries; they are also a mix of Catholics, Hindus, Muslims, Sikhs, Orthodox Christians, Jews, and atheists.

Missionaries work in their ethnically diverse neighborhoods to build relationships with their neighbors. After spending time with the missionaries,

people listen to what they have to say about God, Jesus, and the Bible, because they know the missionaries are their friends. MKs (missionary kids) also quickly discover their friends' religious beliefs and find ways to talk with them about Jesus. The world comes to London, and in London missionaries meet the world.



Learn more about missions work around the world at [wmu.com/children](http://wmu.com/children).

# Games

## PANCAKE RACE

*At one time, English women wore aprons and scarves when they ran this race!*

### What you need:

- 2 lightweight frying pans
- 2 8-inch circles of poster board
- marker
- masking tape

### What you do:

1. On each poster board circle, write a large 1 on one side and a large 2 on the other side. Place each "pancake" inside a different pan.
2. Use tape to mark two lines about 50 feet apart (or as far apart as possible in your playing area).
3. Form two teams. Instruct the players of each team to line up behind the Start line, with the first player of each team holding a pan.
4. At the signal to begin, the first player on each team will walk from the Start line to the Finish line and back. While they are walking, they must flip their "pancakes" three times.
5. If a "pancake" hits the ground, the player flipping it must count to ten before resuming play.
6. When a player has flipped the "pancake" three times and returned to his team, he must pass the pan and "pancake" to the next player in line.
7. See how quickly each team can finish the course.

## SCOTS AND ENGLISH

*This game reflects the historic rivalry between the people of Scotland and England in a light-hearted way.*

### What you need:

- 12 drinking straws

### What you do:

1. Divide the playing area in half. Position half the players on each side. Place six straws at the far end of each side.
2. At the signal to begin, players will run toward the opposite side and try to grab a straw from the other team without being tagged by them. When a player picks up a straw, she must say *God loves London!* and then take the straw back to her side. No one can tag her on her way back.
3. If a player is tagged while on the opposite side of the field, he will become a "prisoner." He can only be freed when a player from his own team tags him.
4. A team cannot take additional straws until it has rescued all of its "prisoners."
5. Play until one team has all of the straws. Or, set a specific amount of time, such as 10 minutes. Then, see how many straws each team has gathered.

